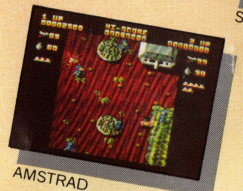
COMMODORE

SPECTRUM



AMSTRAD

GAME FEATURES

- **Gallup No.1 hit**
- **1 or 2 player arcade action**

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- **Home computer version of SNK's hugel[illegible] coin[illegible]**

L 1713

[illegible]ems Limited,
Anchor House, Anchor Road, Aldridge,
Walsall, West Midlands WS9 8PW, England.
Telex 336130 ELITE G.
Consumer Hot Line: (0922) 743408

CBM 64/128

COMMODORE 64/128

IKARI WARRIORS

encore

£2.99 UK R.R.P.

IKARI WARRIORS

General Alexander Bonn, C.I.F. US forces in Central America, has been seized by a band of revolutionaries and held captive in his own headquarters. Before his final capture he relayed a mayday which you and your buddy picked up.

Your plane crashlands in the dense jungle some distance from the headquarters. After deciding whether to go it alone or attempt the rescue together you set off. You are deep in guerilla territory. On all sides gather trained marksmen and combateers, determined to stop you. It soon becomes apparent that you lack the supplies to win, but win through you must.

Ambush enemy tanks and use them yourself. Collect fuel and grenades left by the enemy as they retreat. Show no mercy, for you are the Ikari Warrior.

LOADING INSTRUCTIONS

Spectrum	LOAD""
Commodore 64 (Cass)	SHIFT & RUN/STOP
Commodore 64 (Disc)	LOAD"*",8,1
Amstrad (Cass)	CONTROL & ENTER
Amstrad (Disc)	RUN"MENU" ON SIDE A - DISC 1 ONLY
Atari ST & Amiga	INSERT DISC & RESET

IMPORTANT - FOR VIRUS PROTECTION
Switch computer off - leave for minimum of ten seconds - switch back on and enter disc.

- The PROGRAM disc is self-booting. Place disc into disc drive and turn system on.
- For EGA, remove the PROGRAM disc after loading is completed. Insert EGA disc into disc drive and press RETURN.
- For A and B disc drives, place the PROGRAM disc into Drive A and turn system on. Once loading is complete, place the EGA disc into Drive B and press RETURN.

PLAYING INSTRUCTIONS

You may choose either one or two players. To fire a bullet press the fire button key. To throw a grenade or get into a tank, hold down the fire button/key.
There are two modes on all versions
A) You fire in the direction you are moving
B) You fire in a fixed direction.

Spectrum & Amstrad (Keyboard or most joysticks)
Player 1/2 Move and fire - joystick or redefinable keys.
Change Mode - redefinable keys.

Commodore 64/128 (Keyboard and joystick)
Player 1 Move and Fire - Joystick port 1
Change mode - keys RUN/STOP or COMMODORE
Player 2 Move and fire - Joystick in port 2
Change mode - keys "="

Enter during title screen
F1 - 1 Player game
F2 - 2 Player game
Fire - Assume last command
Enter during the game
Q - Pause
Q followed by @ ends game
F5 - Toggle music through music + sound FX
mute
music
sound FX

Atari ST & Amiga
Enter 1 for player one
Enter 2 for player two
Player 1 uses joystick port 1
Change mode key = space bar
Player 2 uses joystick port 0
Change mode = enter key
F1 restarts game
F2 pauses game

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GUARANTEE:

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program and believe that the product is defective, please return it directly to the following address

Customer Services Dept
Elite Systems Limited
Anchor House
Anchor Road
Aldridge
Walsall WS9 8PW
Telex 336130 ELITE G

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.